



## INSTRUCTION BOOKLET

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

THANK YOU FOR SELECTING

**SeTa™**

# **FIROC**

## **RACE OF CHAMPIONS™**

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**WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.**



LICENSED BY



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**SeTa™**  
SETA U.S.A., INC.

## STARTING UP

At the title screen you can select START or RECORD. Selecting RECORD will let you scan through the top finish times of each of the 16 international courses you must complete for the Grand Prix championship. (The Record screen.)

Selecting START from the Title screen will take you to the drivers' registration screen. F1-ROC allows four players alternating play under any name you select.

Press START after entering a name to move on to the mode selection screen.



**TITLE SCREEN**



**REGISTRATION SCREEN**



**RECORD SCREEN**

NOTE: You can see the course records by pressing L or R.



**MODE SELECTION SCREEN**

## TRAINING MODE

Enter the training mode by selecting "TRAINING" from the mode selection screen. Next, select one of the 16 international courses in the course selection screen. After selecting the course, you will enter the track layout screen where you will be asked to confirm your choice. While in the track layout screen you can select the weather conditions by pressing the up or down arrows to change the weather icon in the top right of the screen. Confirming your course selection moves you to the maintenance screen where you will have \$21,000 to buy parts for your car (see "BUILDING YOUR MACHINE"). Although nitro is consumed in training races, tires do not wear out.



**TRAINING**



**MODE SELECTION SCREEN**

←  
Select  
Training



**COURSE SELECTION  
SCREEN**



**COURSE SELECTION  
SCREEN**

→  
Select  
Course

Any Button ↓

↑  
Select No



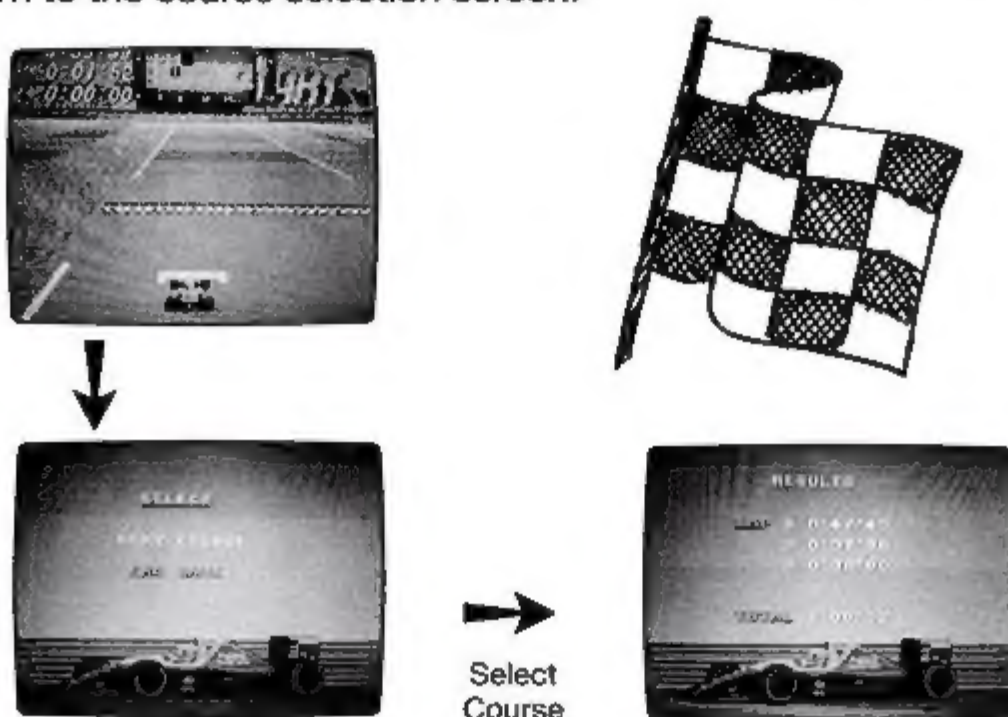
**MAINTENANCE SCREEN**



**TRACK LAYOUT SCREEN**

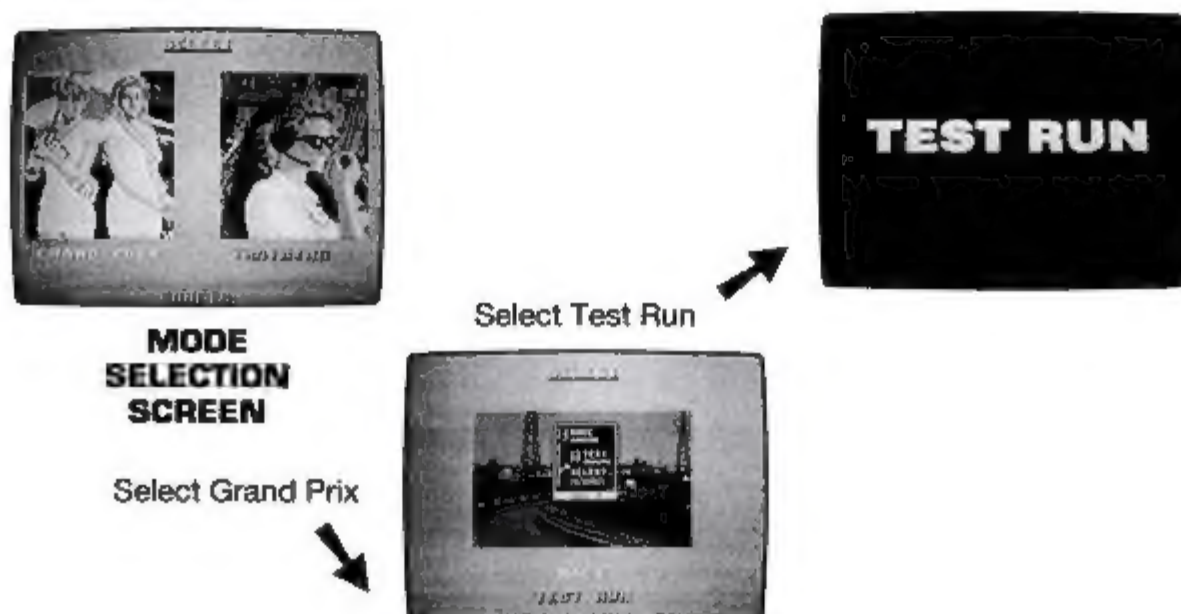
←  
Select  
Yes

Select "EXIT" from the maintenance screen options and you will move to pole position on the start line of the track you have selected. In the training mode you will run three laps with your eight opponents on the track and at the end of this run you will see the results of all three laps before selecting additional training or "END GAME," which will return you to the title screen. If you opt to return to training, select "NEXT COURSE" to return to the course selection screen.



## RACING MODE

Select "GRAND PRIX" from the mode selection screen to enter the Grand Prix racing mode. After making this selection you can then select RACE, TEST MODE or END GAME. Use the test mode to practice or check the effects of a parts change. In the test mode there are no other cars on the track.



In the race mode you will start with \$500 to spend on improvements before moving to a two lap qualifying run where you will compete for starting position. After qualifying, you will return to the maintenance screen to make adjustments to your car's equipment configuration.

NOTE: You must pay a \$1,000 entry fee for each course you race. If you don't have \$1,000 in your bank after qualification, don't worry about it, your sponsor will make up the difference.



→  
Select Race



**ITALY GRAND  
PRIX**



You Have \$500 to Buy  
Parts



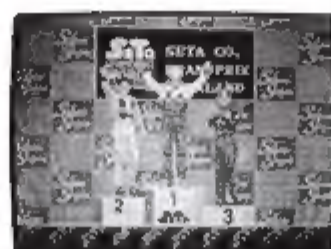
You Must Pay  
\$1,000 Fee



Qualifying Run Starts  
Get the Pole Position



Get the Pole Position



You are the Winner



\$7,000 Prize Money for  
the First Place

## CONFIGURATION

Selecting "CONFIG" from the mode selection screen takes you to the configuration screen. In this screen you can select stereo or monoaural (MONO) sound output and the controller buttons used to steer and shift gears.



**MODE SELECTION SCREEN**

→  
Select  
Configuration



**CONFIGURATION MODE  
SCREEN**

## RACING CONTROLS:

**A Button: Nitro Boost**

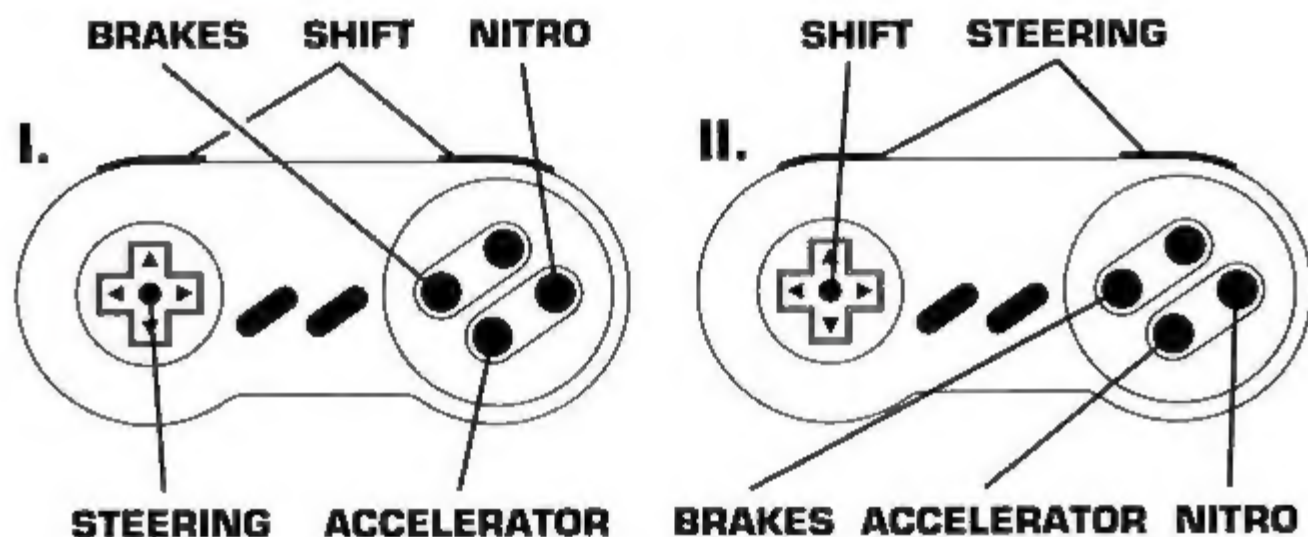
**B Button: Accelerator**

**Y Button: Brakes**

The L and R Buttons and the left and right arrows of the control pad are used for steering and shifting, as selected in the CONFIG mode.

While racing, use the Start Button to pause or resume. The Select Button can be used to turn off and on the racer's display on top of the racing screen.

The transmission of your car is an automatic but you can override this using your shift buttons (assigned in the CONFIG mode). Down shifting can be used to slow your car for a sharp turn. You will be warned of upcoming turns by turn indicators that flash on the racing screen.



## PRIZE MONEY

At the end of each race you will see the race results then your overall standing in the Grand Prix circuit. Next, you will see the amount of prize money you have won, which is set by your position at the finish. If your car had any damage at the finish you must pay a Damage Penalty. This penalty amount is subtracted from your overall winnings.



**MAXIMUM PENALTY  
\$3,180**

PLACE	PRIZE
1st	\$7,000
2nd	\$6,000
3rd	\$4,000
4th	\$3,000
5th	\$2,500
6th	\$2,000
7th	\$1,000
8th	\$850

## SAVING THE GAME

You can save your name, car configuration, prize winnings (purse), and overall status by selecting YES at the save game screen. If the game is restarted, your Grand Prix circuit continues with the race following the last race you completed and saved.



## ? TIPS FOR THE WINNER

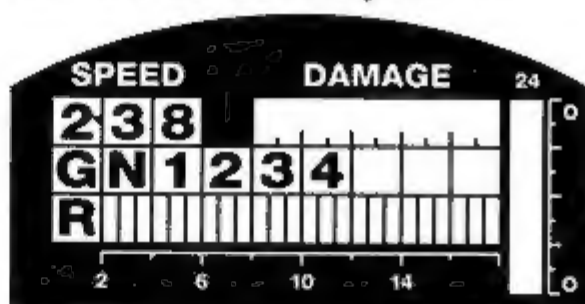
If you are not satisfied with the result of the race you've just finished, **DO NOT** save and reset. You can repeat the race without destroying the results of previous saved races.

## PITTING

The amount of damage your car sustains, either by striking a wall or another driver's car, is displayed in the damage meter of your driver's display, which is shown at the top of the racing screen. You can repair this damage by pitting before your final lap. You will lose some time in the pit so a lot of strategy will be involved in pitting. You may only want to pit if you are several seconds in front of the car behind you.



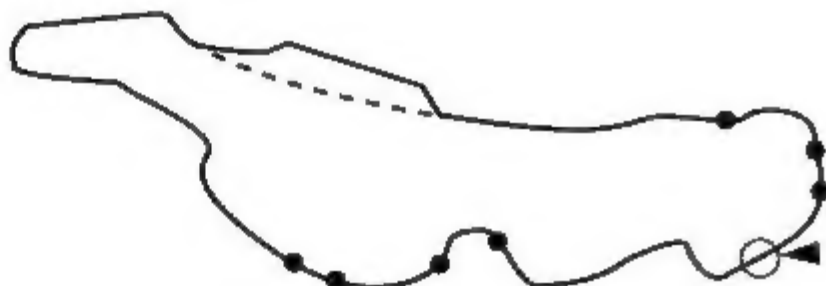
**PIT IN!!**



You can see the position of all eight cars in the course display which is shown on the right end of the driver's display. Your opponents' cars are represented by colored dots matching the color of their cars. Your car's position is shown by a circle and red arrow.



**CANADA GRAND PRIX**



## WORLD CHAMPIONSHIP

At the end of the 16 race international championship you will see your performance in each race and overall point standing against the eight other racing teams. Don't worry if you didn't win the championship, you have gained a lot of experience and have built up your machine so you can try again next season against a tougher field.



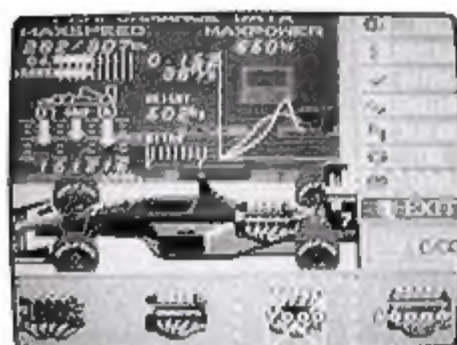
**SPECIAL BONUS**



**NOTE:** You will get a special bonus after completion of the 16 international courses in accordance with your final rank.

## BUILDING YOUR MACHINE

In the maintenance screen you see a list of parts categories to pick from and at the bottom of the list the amount of money available to spend for parts. By selecting a parts category then a specific part you can install that part on your car. If you don't have enough money to buy a certain part, an X will appear on that part when it is selected.



### ? TIPS FOR THE WINNER

There are parts categories and individual parts hidden off the screen in the maintenance shop. These are accessed by pushing the control pad arrow either up or right when at the top-most or right-most selection.

## THE PARTS YOU CAN BUY

Chassis: 3 types  
Transmission: 4 types  
Brake: 3 types  
Suspension: 3 types  
Diffuser: 4 types

Front Wing: 5 types  
Rear Wing: 3 types  
Tire: 5 types  
Engine: 6 types  
Nitro: 3 types

You can also store parts in your maintenance shop. If you buy a part, it is automatically installed on your car. The part that was removed will go into storage. If a part that is in storage is selected, the word "CHANGE" will appear over it. Pressing the A or B Buttons will install this stored part on your machine.

The area above your car is your performance data. You can see the effects of changing parts by watching the car's performance data.



### ? TIPS FOR THE WINNER

Even in a QUALIFYING RACE, you will be charged \$1,000. Spend the money before the race, unless you plan to buy some expensive parts after the race.

## HOT TIPS BOOKLET

The Hot Tips Booklet is available for the racing enthusiast!  
Send \$5.00 (money order, U.S. funds only) to:

SETA U.S.A., Inc.  
105 East Reno Avenue, Suite 22  
Las Vegas, Nevada 89119  
Attention: The Guy In The Back

### THIS BOOKLET INCLUDES:

1. Hidden Features
2. Race Course Maps
3. Technical Q & A (Questions & Answers)

This offer valid while supplies last. The contents are subject to change without notice.  
Allow 4-5 weeks for delivery.

## JOIN CLUB SETA

Your \$5.00 membership fee entitles you to:

- Official SETA CLUB Pin
- Official SETA CLUB Sticker
- Official SETA Newsletter, "CONTROL PAD"

SETA CLUB members can also win or purchase:

- SETA CLUB T-Shirt
- Carrying Case for Gameboy
- SETA Wallet
- SETA Watch

## JOIN TODAY

Send \$5.00 (money order, U.S. funds only and the U.P.C. from game box) to:

SETA U.S.A., Inc.  
105 East Reno Avenue, Suite 22  
Las Vegas, Nevada 89119

Newsletter subject to cancellation at management discretion without notice. Valid thru 12/31/93



**CASINO SETA**



**RUN ON THE OCEAN  
MUCH MORE!!**

## **90-DAY LIMITED WARRANTY**

SETA U.S.A., Inc. (SETA) warrants to original consumer that this SETA Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, SETA will repair or replace the PAK, at its option, free of charge.

### **TO RECEIVE THIS WARRANTY SERVICE:**

1. DO NOT return your defective PAK to the retailer.
2. Notify the SETA Consumer Service Department of the problem requiring warranty service by calling (702) 795-7996. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
3. If the SETA service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Record this number on the outside packaging of your defective PAK and return it, freight prepaid, at your risk of loss or damage, together with your sales slip or similar proof of purchase, within the 90-day warranty period to:

SETA U.S.A., Inc.  
SETA Service Department, 105 East Reno Avenue, Suite 22  
Las Vegas, Nevada 89119

This warranty shall not apply if the PAK had been damaged by negligence, accident, unreasonable use, modifications, tampering, or by other causes unrelated to the defective materials or workmanship.

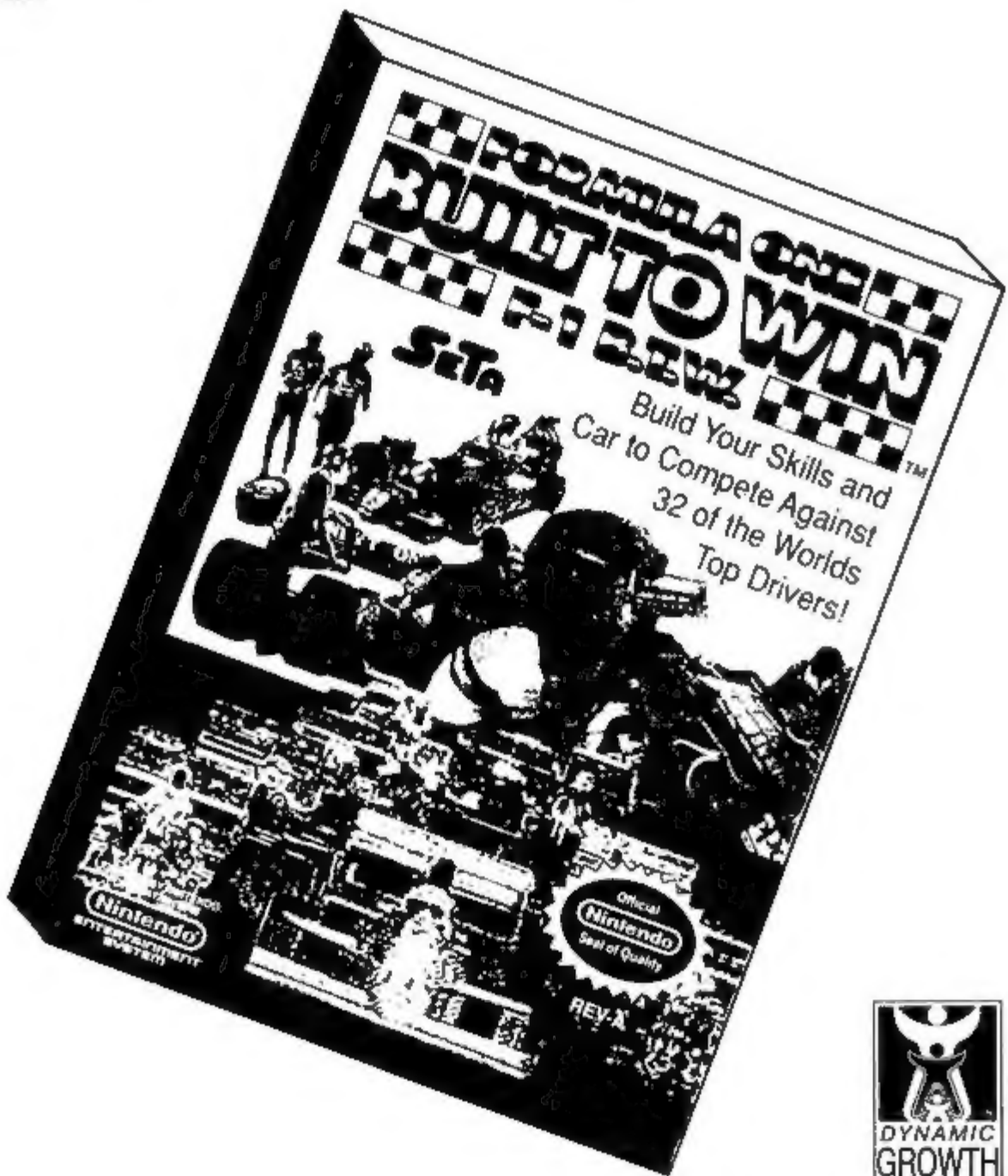
### **REPAIRS AFTER EXPIRATION OF WARRANTY:**

If the PAK develops a problem after the 90-day warranty period, you may contact the SETA Consumer Service Department at the phone number noted previously. If the SETA service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return it freight prepaid, at your risk of loss or damage, to SETA, enclosing a check or money order for \$15.00 payable to SETA U.S.A., Inc. SETA will, at its option, and subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$15.00 payment refunded.

## WARRANTY LIMITATIONS:

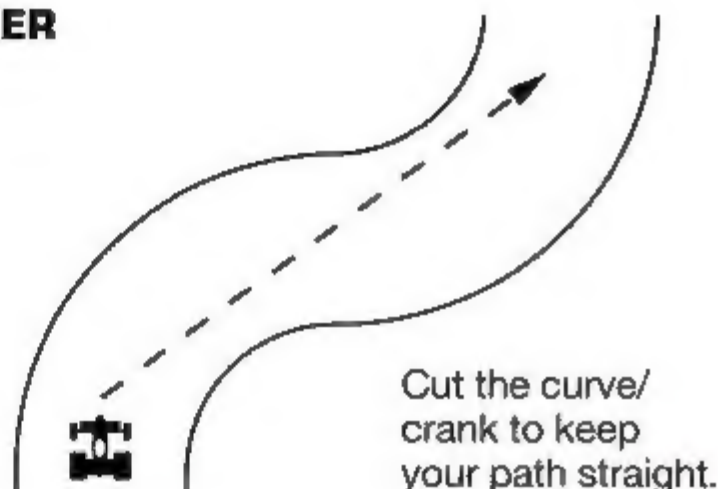
Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall SETA be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.



## ? HOT TIPS FOR THE WINNER

### 1. Learn The Course



- It is important to learn and remember the course so that you can get ready for the steep turns.
- In certain cases, you can shortcut the curves.

### 2. Find The Best Setting For Your Machine



- You must find the best setting to balance ten (10) different items. Each item has three (3) to six (6) different types of parts.
- It is a good idea to obtain the strongest chassis at the beginning.
- Do not forget to buy the best tires before each FINAL run.
- Store the RAIN TIRES in case the weather changes

### 3. Do Not Waste Your Money

- In some courses, such as the U.S.A. and Canada, you do not need to buy NITRO, as you cannot use it very much on these courses.
- Do not crash your machine. You may pay up to \$3,180 for the damage.
- Make up your savings plan to buy the expensive parts.
- Use the TEST RUN mode to check your machine settings and the course layout.

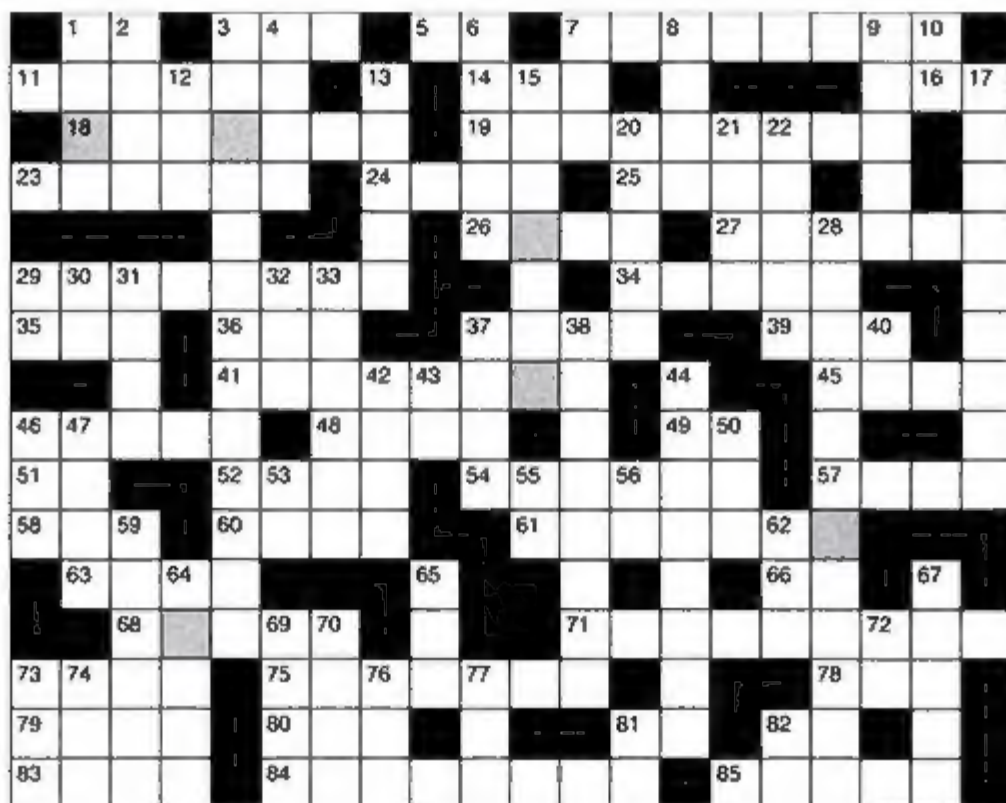
Game counseling available 9:00 a.m. to 5:00 p.m. (PST)

## CROSSWORD PUZZLE FOR THE PASSWORD

When the puzzle is solved the letters in the highlighted boxes, properly unscrambled, represent the password. By entering the password as the driver name in the Monaco Grand Prix, you will be able to enter SETA Casino and play SETA's 3R-5L Slot Machine. With a little luck you may win extra money to use for the races.



**SETA CASINO**



### DOWN

1. Last Passcode (QB)
2. Whale
3. Tom's Girl (ATS)
4. "Tell Me What \_\_\_" (Sung)
6. Of Birth
7. Opposite of Him
8. Broke
9. Mount
10. "\_\_\_ WHAT?!"
12. 1/60 of a Minute (abbrev.)
13. Spanish Circuit (BTW)
15. Must Fight Himself (COD)
17. Nintendo's Style of Play
20. Ship Rats (ATS)
21. Geraden Leaps These (COD)
22. Imbecile
28. Most Powerful Weapon (COD)
29. Before or After P.M.
30. Louisiana (abbrev.)
31. Constructive Earth
32. Read Only Memory
33. Nuclear
37. Cruel
38. Seta's Headquarters
40. 3.14159...
42. Leap Onto These Floaters (COD)
43. Prefix Meaning In, Pul Into
44. Having Been Cursed
46. You Customize This (BTW)
47. Space
50. Affirmative
53. Harvard University (abbrev.)
55. "\_\_\_ Mani..." (chanted)
56. Reservoir of Instinctive Drives

59. Writing Pad
62. Atmosphere
64. Cyphers
65. Opposite of 7 Down
67. Piebald Horse
69. Some Shafts Slay This Way (BB)
70. The Best
72. \_\_\_ and Behold
73. "Go For Broke" (abbrev.)
74. "Bugs" Mine This (BB)
76. A Groove, A Buck's State
77. The Conscious Personality
81. Albert (nickname)
82. Atlantis

### ACROSS

1. \_\_\_ and Fro
3. A Smidgen for a Horse's Mouth
5. Not Off
7. Impossible
11. Equines
14. Antiquate
16. Better (v.)
18. Conductor Bunny's Haunt (ATS)
19. Strike Fear
23. Bats That Attack in Groups (ATS)
24. Cowardly Lion's Bellow (WOZ)
25. Dry
26. Darklarza's Abode (COD)
27. Nero's Hot Hobby
29. Prison Race Course
34. Dramatic Player
35. \_\_\_ ogs; Homeless Frogs (COD)
36. Nature of Seta's Games
37. With Pattia or Wet Witch (WOZ)

39. Drain From, Rap
41. Princess of Menlary (COD)
45. Shops are "Manned" by... (BTW)
46. Skeletal Knights Rise Here (COD)
48. Lisa the Painted Lady
49. Mr. Borg's First Name
51. Area of Operations (abbrev.)
52. Fashionable
54. Your First Race (BTW)
57. Overly Inquisitive
58. Decay
60. Tom's Partner (ATS)
61. Snake Haired Ladies (COD)
63. The Heavy Weapon (COD)
66. Illinois (abbrev.)
68. King \_\_\_ of Menlary (COD)
71. Adelaide's Host Country (BTW)
73. "Bugs" Store This (BB)
75. Mining Colony \_\_\_ IV (BB)
78. That (Item) Over There (archaic)
79. Novice Race Entry Fee (BTW)
80. "\_\_\_ Brute!"
81. Product Seller
82. \_\_\_ Myself and I
83. Wagers
84. Countrywide
85. Impact (BTW)

### GAME ABBREVIATIONS:

(ATS) The Adventures of Tom Sawyer  
(COD) Castle of Dragon  
(BTW) F1 Built To Win!  
(QB) QBillion  
(BB) Battle Bull  
(WOZ) The Wizard of Oz



TA Service Department, 105 E. Reno Ave.,  
Suite 22, Las Vegas, NV 89119  
Game counseling available  
9:00 a.m. to 5:00 p.m. (PST)  
(702) 795-7996

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